

Photo to Movie

Version 3.1 H 1

LQ Graphics, Inc.

<http://lqgraphics.com/software/phototomovie.php>

Table of Contents

Photo to Movie	1
Photo to Movie 3.1	1
Installation	3
Installation	3
Purchasing	4
Purchasing	4
Tutorials	5
Making a basic movie	5
Making a circular motion path	6
Organizing Your Movie	10
Choosing your editing view	10
Working with multiple key frames	11
Working with a single key frame	12
Choosing your project view	13
Working with the sequence view	14
Working with the timeline view	16
Rotating and flipping photos	17
Inserting blank images	17
Changing the aspect ratio for your movie	18
Editing the order of photos	18
Preferences	19
Working with Motion Paths	20
Selecting motion paths	20
Adding a motion path for a new photo	21
Adding a motion path on an existing photo	21
Removing a motion path	22
Assigning motion presets	22
Setting the duration of a motion path	23
Constructing a curved motion path	24
Easing in and easing out of motion	25
Splitting and joining motion paths	26
Working with Key Frames	27
Selecting key frames	27
Editing key frames	28
Adding a key frame	29
Removing key frames	30
Making motion stop at key frame	30

Making a key frame define a curved motion path	30
Editing the zoom of a key frame	30
Editing the rotation of a key frame	31
Using title safe markers	31
Working with Transitions	32
Working with transitions between photos	32
Selecting transitions	32
Setting duration of transitions	33
Transition types	34
Working with Audio	35
Working with audio	35
Adding audio	35
Selecting audio	35
Editing audio timing	36
Removing audio	37
Recording Voice	37
Working with Titles	38
Working with titles	38
Adding titles	38
Selecting titles	38
Editing title timing	39
Editing title position	40
Editing title appearance	40
Removing titles	41
Working with QuickTime VR	42
Working with QuickTime VR	42
Editing QuickTime VR key frames	42
Saving and Exporting	44
Saving your document	44
Exporting a movie	44
Choosing the export format	44
Choosing the export quality	44
Choosing the background color	45
Troubleshooting	46
Photo to Movie disappears from my computer	46
Preview is jerky or stutters	46
Exported movie is low quality	46
Exported movie has flicker or shimmers	47
Exported movie is too wide	47
Exported movie is empty	47
Exported movie contains no audio	47

Photo to Movie

Photo to Movie 3.1

[LQ Graphics, Inc.](#)

Use Photo to Movie to turn your collection of digital photos into a spectacular QuickTime movie that pans and zooms over your photos. Choose from several transition options to move from one photo to the next. Add titles and a soundtrack and you're ready to burn the movie to DVD. Photo to Movie will change the way you look at photos forever.

Photo to Movie presents a simple interface that lets you import a set of photos, organize them, and specify key frames to define the motion of the photos in the final movie. It generates full quality QuickTime or DV Stream files (compatible with iMovie). You can also choose the transition between any two photos, add titles, and a soundtrack to the movie.

Photo to Movie 3.1 requires Mac OS X 10.2 or later (see [installation](#)).

You can add photos to a document by dragging them into the document window (see [adding photos](#)). Photo to Movie accepts nearly any type of still photo. In addition, you can drop QuickTime VR movies into Photo to Movie to use as photos (see [working with QuickTime VR](#)).

A document contains motion paths. Motion paths define the motion of the photos in the document (see [motion paths](#)). Imagine the motion path as a movie camera recording a movie of a still photo as you pan and zoom around it. You can specify the duration and other characteristics of each motion path in a document.

Each motion path is comprised of key frames which define the specific path and zooming of the motion of the photo (see [key frames](#)). The motion path between key frames can be straight or curved using Bézier curves. Photo to Movie can automatically configure a variety of default motion paths (see [motion presets](#)).

You can also specify the transition between any two photos (see [transitions](#)). For instance, you might want to gently dissolve one photo to another (a cross dissolve), or you may want to have one photo push the previous one off the screen (a push transition). You can specify the duration, type, and specific characteristics such as the direction of each transition.

You can add music or other audio to your movie by dragging music files into the timeline (see [adding audio](#)). You can specify the start time, the in/out times, and the fade in and fade out durations for each audio track. Using a microphone attached to your computer, you can also record voice narration directly into your slide show (see [voice recording](#)).

You can add titles to your movie too (see [titles](#)). You can specify the start time, duration, and the fade in and fade out durations for each title. You have full control over positioning, font, color, text style, justification, leading, and transparency of the titles.

The multiple key frame view lets you see all of the key frames and the motion path on a single photo (see [working with multiple key frames](#)). You can edit the individual frames and the characteristics of the motion path by direct manipulation or by selecting the key frames or motion paths and editing their characteristics in the inspector.

The single key frame view lets you see the portion of a photo framed by a single key frame (see [working with a single key frame](#)). You can edit the position of the key frame by directly dragging the photo or by using the inspector. The single key frame view is only available when you are viewing the project using the sequence view.

The sequence view lets you see the sequence of photos and key frames in your movie ([working with the sequence view](#)).

The timeline view lets you see the a timeline of the motions, transitions, titles, and audio tracks in your movie (see [working with the timeline view](#)). You can directly edit the motion durations, transition durations, title timing, and audio track timing in the timeline. You can also preview the movie using the timeline scrubber and play the movie to preview it.

Once you have edited the motion paths, key frames, transitions, and audio tracks, you can save your document so that you can come back to it at a later time and export the movie again (see [saving](#)).

Finally, you can export your movie to a QuickTime movie. Photo to Movie can export to many different QuickTime formats. You can choose various settings to export your movie (see [exporting](#)).

Installation

Installation

Once you have Photo to Movie on a CD or as a downloaded disk image, you should install it on your computer.

Photo to Movie requires Mac OS X 10.2 or later. We recommend a G4 400MHz machine with at least 256MB of memory as a minimum. A faster machine with more memory will make Photo to Movie perform better.

To install Photo to Movie

- 1** Open the CD or disk image containing Photo to Movie. If you're using the disk image, click on the file named **PhotoToMovie.dmg**. This will mount the disk image as a volume on your computer.
- 2** Drag the **Photo to Movie** application to your **Applications** folder.
- 3** Launch **Photo to Movie** from your **Applications** folder instead of your CD or disk image.

Purchasing

Purchasing

To register your copy of Photo to Movie you must first purchase a registration code. To purchase Photo to Movie you must purchase the product in a store or visit the LQ Graphics, Inc. web site and purchase a registration code through that web site.

You may also qualify for an upgrade to Photo to Movie if you have purchased a previous version.

[Photo to Movie purchase page](#)

If you purchase a registration code online, the registration code will be e-mailed to you.

To enter your registration code

- 1 Purchase a registration code.
- 2 Launch Photo to Movie.
- 3 Choose **Photo to Movie > Registration...**

A screenshot of a macOS-style dialog box titled "Photo to Movie Registration". The dialog has three text input fields: "Registered to:" with the text "Jennifer Smith" entered and highlighted in blue; "Organization:" which is empty; and "Registration Code:" which contains seven dots. Below the fields is the word "Registered" in a standard font. At the bottom of the dialog are three buttons: "Purchase..." on the left, "Cancel" in the center, and "OK" on the right. The "OK" button is highlighted with a blue gradient.

- 4 Enter your name, organization, and the registration code from the e-mail into the field in the registration window.
- 5 Click **OK**.
- 6 If you purchased a retail version you may be asked to send in your registration code. You should do this to ensure that if you lose your registration code we can e-mail you a replacement.

Tutorials

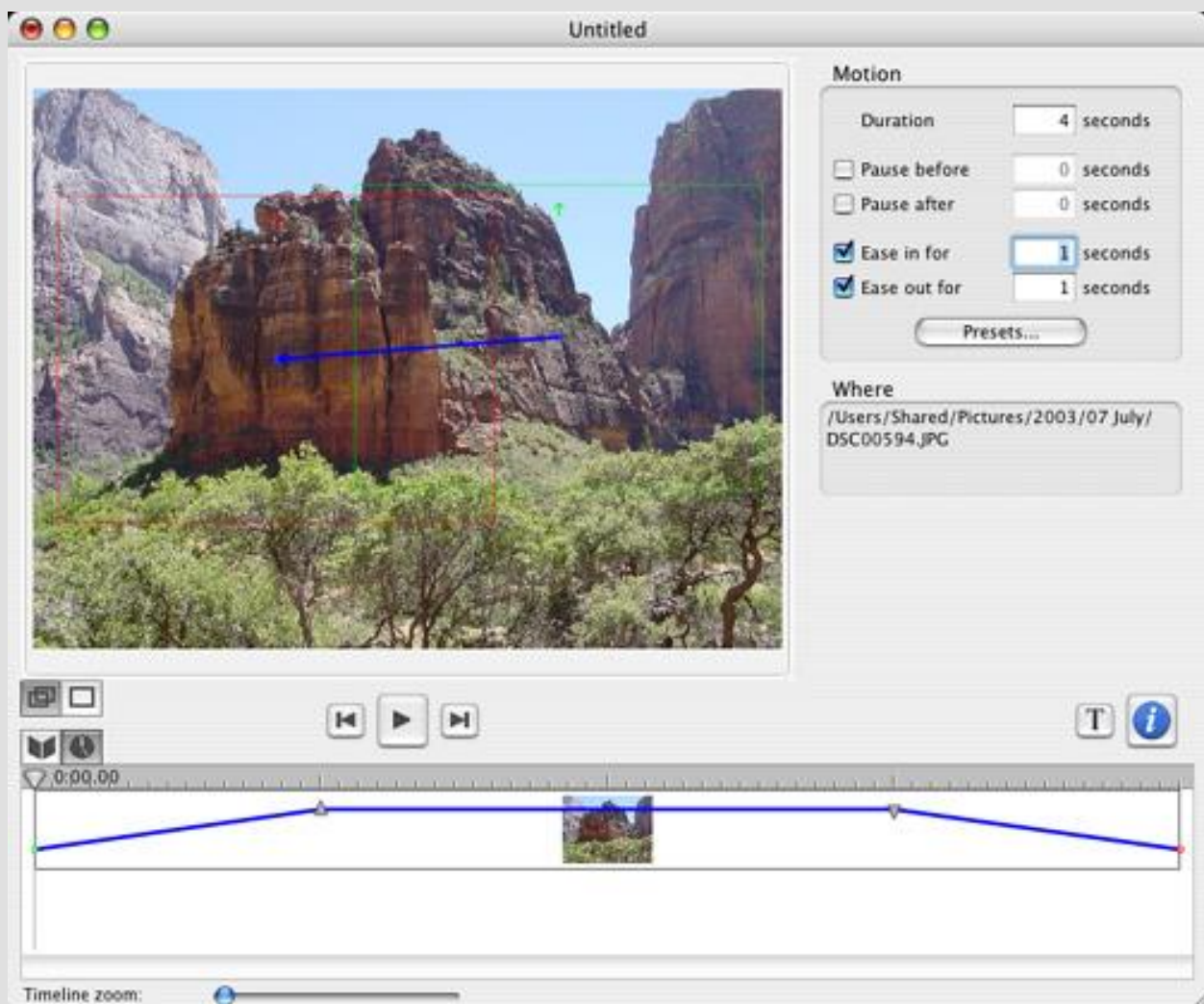
Making a basic movie

This tutorial describes the basic steps to create a short movie for the web. You will need to have Photo to Movie running and a photo available.

- 1 Create a new document by choosing **File > New**.
- 2 Drag your photo from the **Finder** to the new document.
- 3 Select multiple key frame view.



- 4 Drag the green key frame by clicking in the middle of it and dragging. Center it vertically at the right side of the photo.
- 5 Drag the red key frame by clicking in an area that is not covered by the green frame and dragging. Center it vertically at the left side of the photo. Your layout should look something like this. The blue line pointing from the green frame to the red frame indicates the direction of motion.



- 6 Click on the blue line going from the green frame to the red frame.

- 7 Using the inspector at the right, enter a duration of 5 seconds. Uncheck the pause before and the pause after checkboxes.
- 8 Press the play button. Your movie will play.



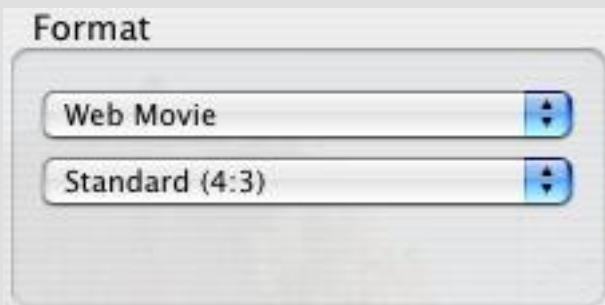
- 9 After the movie is finished playing, switch back to the multiple key frame view.



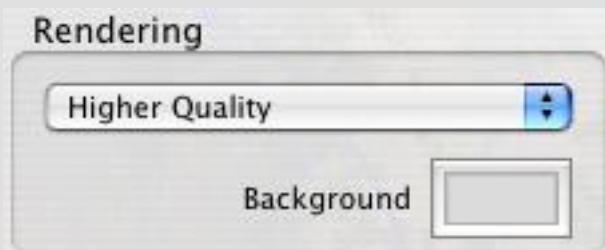
- 10 Click on the document info button.



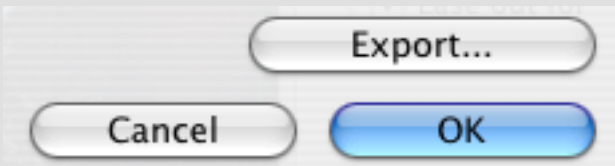
- 11 In the format section, choose "Web Movie" in the menu at the top.



- 12 In the rendering section, choose "Higher Quality" in the menu.



- 13 Click the **Export...** button and choose a filename to which to save the movie.



- 14 When the movie is finished exporting, open it in the Finder to play the movie using QuickTime Player.

Making a circular motion path

This tutorial describes the steps to create circular motion path. It demonstrates the use of curved motion paths. You will need to have Photo to Movie running and a photo available.

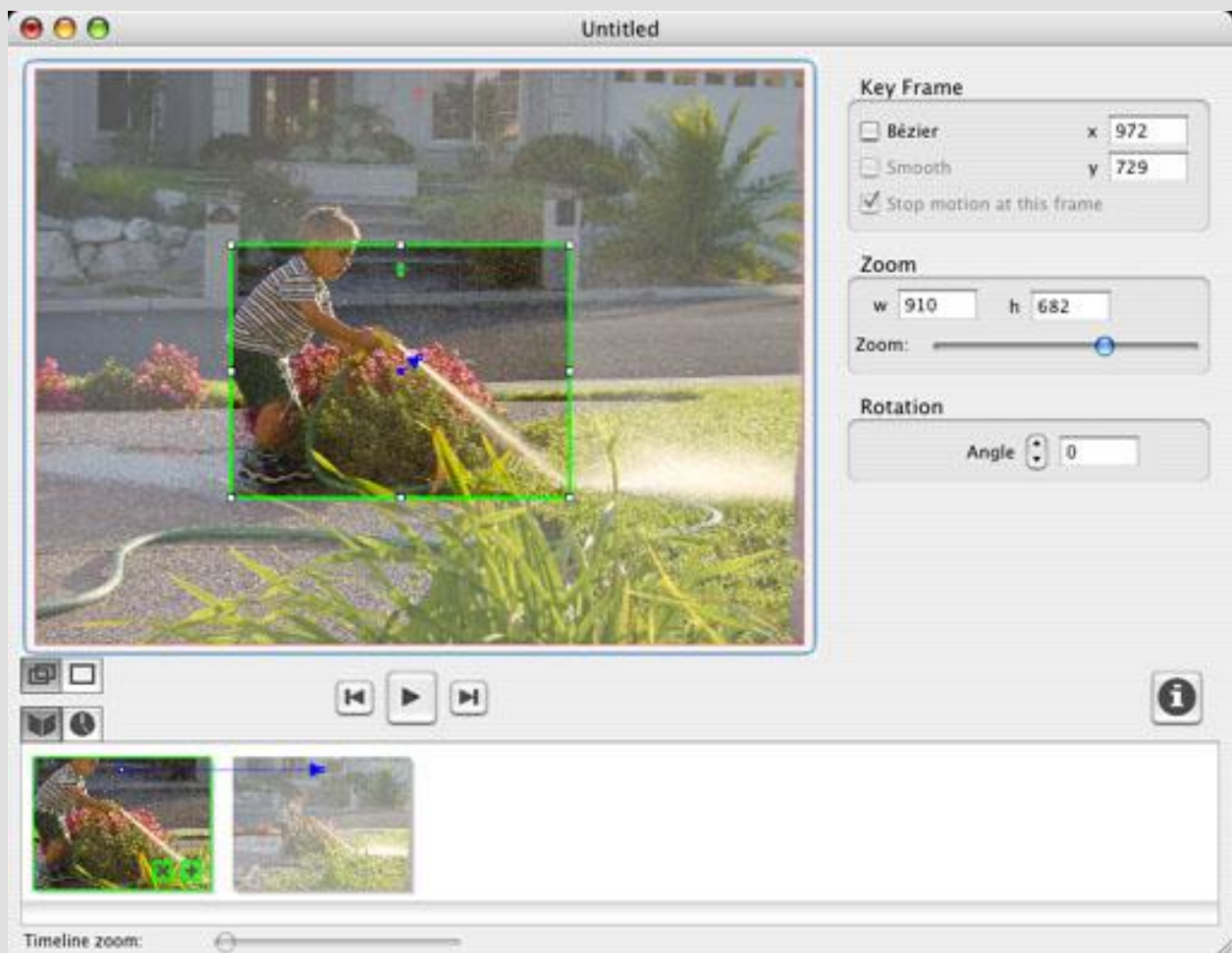
- 1 Create a new document by choosing **File > New**.
- 2 Drag your photo from the **Finder** to the new document.
- 3 Select multiple key frame view (see [working with multiple key frames](#)).



- 4 Select sequence view (see [working with the sequence view](#)).



- 5 You will have two key frames already in place. Select the first key frame (the green one).
- 6 Drag the size of the green key frame until it is roughly 1/4 of the full size of the photo.



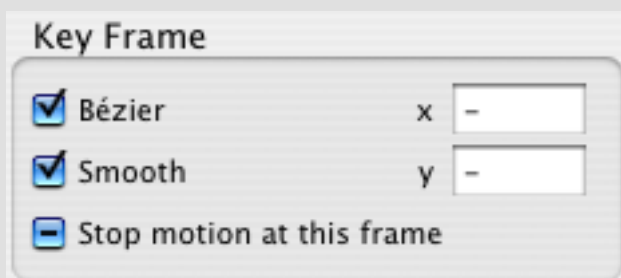
- 7 Choose **Edit > Select All** or press **Command-A** to select the other key frame too.
- 8 Choose **Edit > Align > Align Sizes**. Both key frames should now be the same size, roughly 1/4 of the full size of the photo.
- 9 Add three more key frames by clicking on the last **+** button three times (see [adding key frames](#)).



- 10 You should now have five key frames. From left to right in the sequence view, click on the key frames. Arrange them so that the blue path forms a diamond shape.



- 11 The green and yellow key frames should be on the left of the diamond. The red key frame should be on the top. The blue on the right and the purple on the bottom.
- 12 Choose **Edit > Select All** or press **Command-A** to select all of the key frames.
- 13 In the inspector, uncheck the **Stop motion at this frame** button. Then check the **Bézier** button. Doing this will change the motion path to a curved, circular motion path.



- 14 Click on the blue motion path in the sequence view.



- 15 Set the duration of the motion path to 10 seconds in the inspector.

Motion

Duration seconds

☐ Pause before seconds

☐ Pause after seconds

☒ Ease in for seconds

☒ Ease out for seconds

[Presets...](#)

Where

/Users/Shared/Pictures/2003/07 July/
DSC00594.JPG

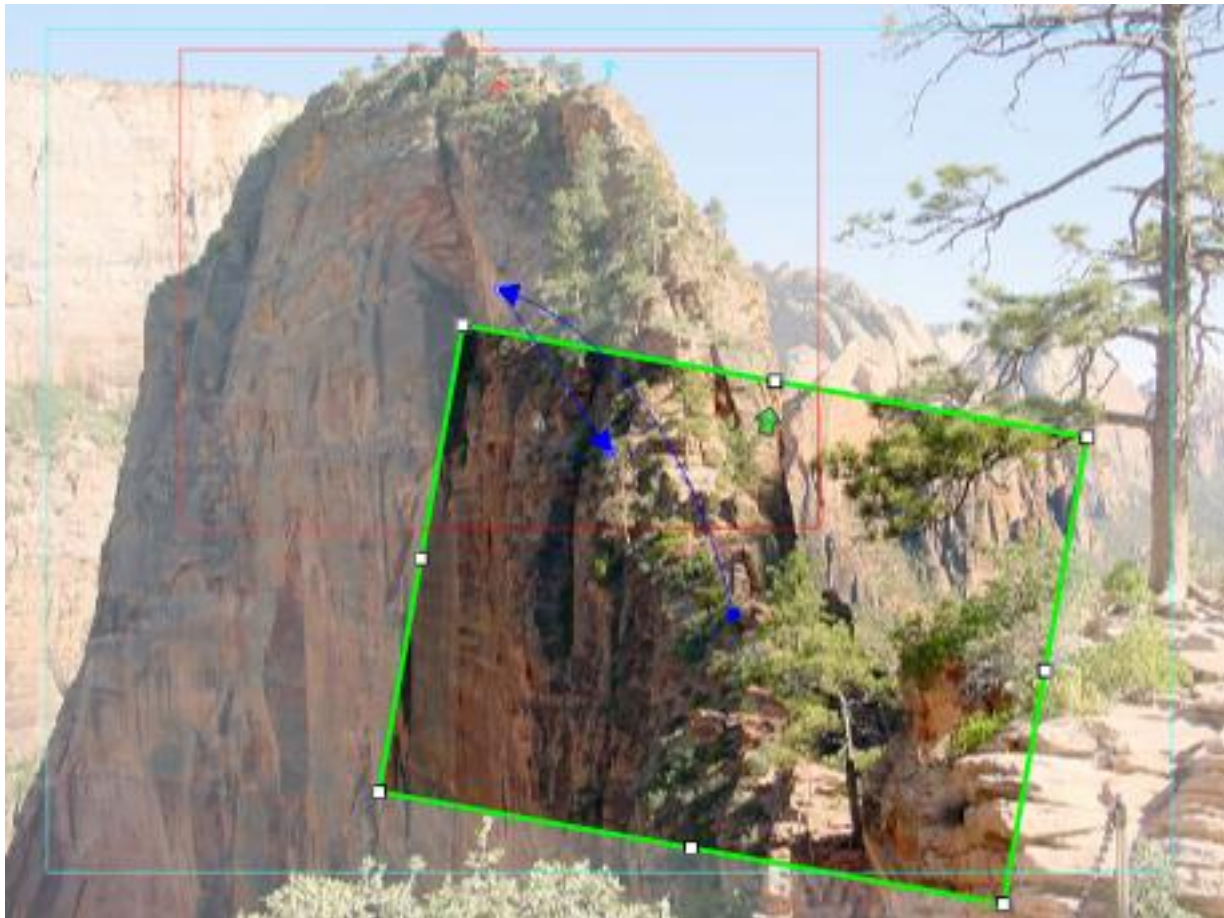
- 16 Press the **Spacebar** to play your movie.
- 17 You can adjust your Bézier paths to make the motion perfectly smooth.

Organizing Your Movie

Choosing your editing view

You can choose to work with two different editing views: the multiple key frame view and the single key frame view.

The multiple key frame view (see [working with multiple key frames](#)) displays an entire photo and lets you edit all of the key frames within the same view. You also use this view to edit the motion path between the key frames.



The single key frame view (see [working with a single key frame](#)) displays only the portion of the photo visible for that key frame. You cannot see the motion path in this view. It is useful for precise adjustment of the key frames.



If you are using a QuickTime VR movie as a photo (see [working with QuickTime VR](#)), you can only edit the key frames using the single key frame view. The multiple key frame view is merely a placeholder and does not allow editing.

Working with multiple key frames

To work with multiple key frames or the motion path

- 1 Click on the **Multiple Key Frame** button below the editing view.



You can edit many aspects of the motion of your photos using this view.



You can click on the borders of the selected key frame to select and resize it.

You can click outside the control points of the selected key frame to rotate it.

You can click and drag on the border or center of any key frame to select and drag it.

You can click and drag on any of the blue motion paths to select and drag them.

Holding down the **Shift** key while making any selection extends the current selection to the new selection.

Holding down the **Command** key while making any selection adds the new selection to the current selection.

If at least one key frame is selected, you can choose **Edit > Select All** or press **Command-A** to select all of the key frames.

You can press **Command-+' and **Command-'** to zoom in and out in order to see outside the bounds of the photo.**

Working with a single key frame

To work with a single key frame

- 1 Click on the **Single Key Frame** button below the editing view.



You can click and drag anywhere in the single key frame view to move the key frame around.



The photo displayed reflects the zooming, rotation, and positioning of the selected key frame.

Choosing your project view

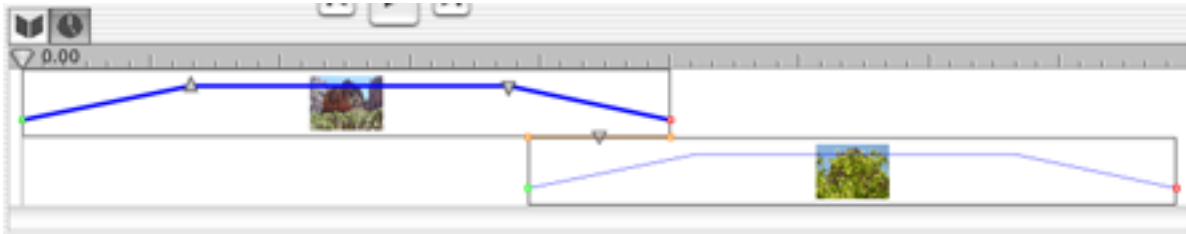
You can choose to work with two different project views: the sequence view and the timeline view.

The sequence view (see [working with the sequence view](#)) displays every key frame for each photo in your document. You can select, add, remove, and manipulate key frames and transitions using the sequence view.



The timeline view (see [working with the timeline view](#)) displays a timeline of your movie. The upper part of the timeline represents the photos in your document. The blue lines represent motion and the orange lines represent transitions between the photos. The height of the blue lines represents the relative speed of motion at that particular time. When the blue line is down, there is no motion. When the blue line is up, there is motion. When the blue line is directed up or down, the motion is either speeding up or slowing down. The bottom part of the timeline represents titles as green boxes (see [titles](#)) and audio as purple boxes (see [audio](#)). If there are no titles or no audio then

these will not appear in the timeline. You can directly drag audio and titles, edit their fade in and fade out times. You can directly edit the duration of titles and the in and out times of audio. You can preview your movie using the timeline. You can drag the scrubber to see the rendered movie at a specific frame or you can press the **Play** button to preview the entire movie in real time. Title fading is only applied during playback.



Working with the sequence view

To work with the sequence view

- 1 Click on the **Sequence View** button above the project view at the bottom of the window.



- 2 Click on any of the photos in the sequence to select the key frames.



- 3 Click on the **+** button to add key frames or the **X** button to remove key frames.
- 4 Click on the blue horizontal lines to select the motion paths.



- 5 Click on the orange vertical lines to select the transitions.



The color of the selected key frame in the sequence view matches the color of the selected key frame in the multiple key frame view.

The blue horizontal line at the top of the key frame view displays the selected motion path and

shows which frames define that motion path. The selected motion path will also be highlighted in multiple key frame view.

The orange vertical line between photos represents the cross dissolve transitions between photos.

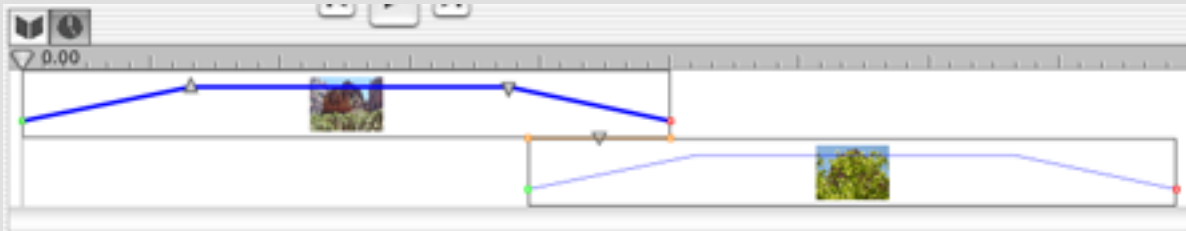
Working with the timeline view

To work with the timeline view

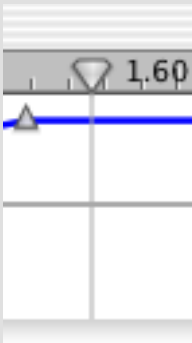
- 1 Click on the **Timeline View** button above the project view at the bottom of the window.



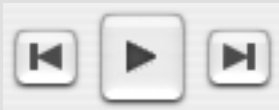
- 2 Click under the blue lines to select the motion paths.



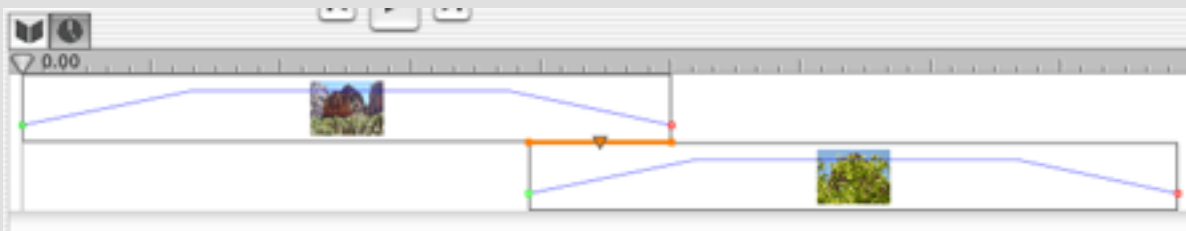
- 3 Choose **Edit > Clear** or press **Delete** to remove a motion path.
- 4 Drag the ease points to change the ease positions (see [easing in and out of motion](#)).
- 5 Drag the control points to change durations (see [setting the duration of a motion path](#)).
- 6 Drag the entire motion path to change its transition time to other motion paths (see [setting the duration of transitions](#)).
- 7 Drag the scrubber to view the rendered preview at a given time.



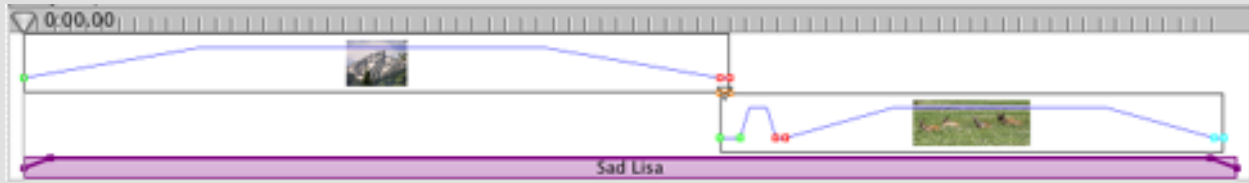
- 8 Press the **Rewind**, **Play**, and **FF** buttons to move the scrubber to the beginning, play the movie, or move the scrubber to the end.



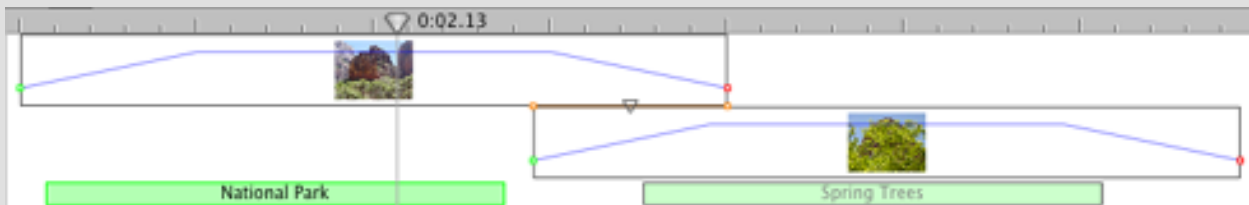
- 9 Press the **Spacebar** to play or stop the movie preview.
- 10 Click on the orange lines between the overlapping portion of motion paths to select transitions.



- 11** Click on the purple tinted boxes to select audio tracks.



- 12** Choose **Edit > Clear** or press **Delete** to remove an audio track.
- 13** Drag the entire track, or the in and out times, or the fade in and fade out durations to change audio timing (see [audio timing](#)).
- 14** Click on the green tinted boxes to select titles.



- 15** Choose **Edit > Clear** or press **Delete** to remove a title.
- 16** Drag the entire title to change its start time, the fade in and fade out durations, or one of the ends to change its duration (see [titles](#)).

Rotating and flipping photos

You can rotate your photos by 90° and flip them vertically and horizontally so that they are oriented properly.

When a photo is loaded, Photo to Movie attempts to read the orientation information automatically. If the orientation information is not present in the photo file, you will have to manually rotate and/or flip your photo to make it appear upright. Some photos have incorrect orientation information stored in the file. To fix this problem you will have to either fix the original file or manually rotate the photo in Photo to Movie.

To rotate or flip your photos

- 1 Select the photos you want to flip or rotate by selecting one of their key frames or one of their motion paths using the sequence view.
- 2 Choose one of the transformations (rotate or flip) under **Image > Image**.

When you flip or rotate a photo the default motion path preset will be applied to the photo (see [motion presets](#)). You will lose all current key frames and motion paths on that photo.

Inserting blank images

You can insert blank photos into your document. You can choose the duration and color of the blank images. The blank images are useful for fading in/out at the beginning/end of your movie.

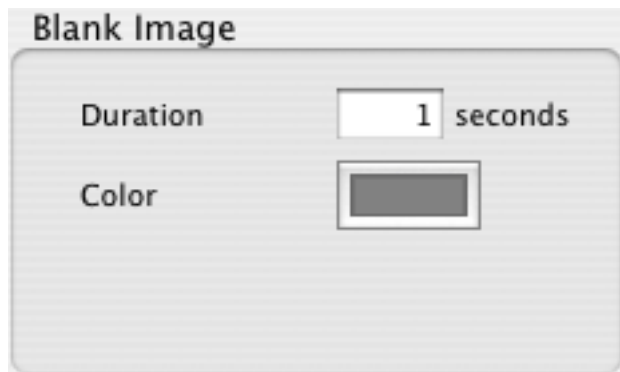
To insert a blank image at the beginning of your document

- 1 Select the first path or key frame in your document.
- 2 Choose **Image > Insert Blank Image**

To insert a blank image at the end of your document

- 1 Select the last path or key frame in your document.
- 2 Choose **Image > Insert Blank Image**
- 3 Now select the new blank image.
- 4 Choose **Edit > Cut**
- 5 Choose **Edit > Paste**
- 6 Re-adjust the transition duration from between the second to last and third to last paths if necessary.

You can edit the color and duration of the blank image using the inspector.

**Changing the aspect ratio for your movie**

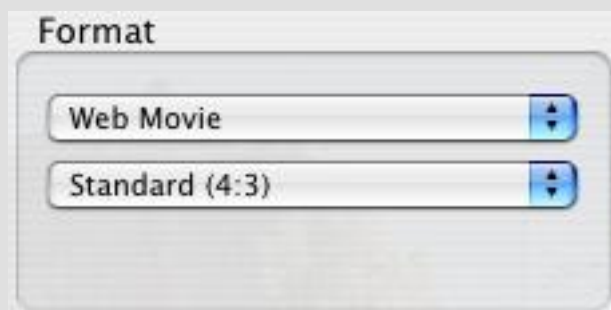
You can choose to output movies in either standard (4:3) aspect ratio or widescreen (16:9) aspect ratio.

To change the aspect ratio for your document

- 1 Choose **File > Document Info...** or click on the **Document Info** button.



- 2 Select either standard (4:3) or widescreen (16:9) in the format section.



All existing key frames in your document will be shrunk to the largest key frame with the new aspect ratio that will fit within the old key frame.

Editing the order of photos

You can change the order in which the photos appear in your document.

To change the order of photos in your document

- 1 Select all motion paths on the photo or photos you want to move. You can double click on any motion path to select all motion paths on the same photo.
- 2 Choose **Edit > Cut**. You can also choose **Edit > Copy** to copy instead of moving the photos.
- 3 Select the motion path after which to paste the previously selected photos.
- 4 Choose **Edit > Paste**.

The photos will be pasted into the document and will now be selected.

Preferences

You can set the default type of motion that will be assigned to photos added to your document using the preferences. You can also set your preference for automatic checking for updates.

When you add photos a random motion will be assigned to them. In the preferences, you can set the default motion preset to be used when adding new photos.

To set the default motion preset

- 1 Choose **Photo to Movie > Preferences...**
- 2 Click on the **Motion** tab.
- 3 Select the type of motion. The type of motion can be zoom and pan (the default), zoom only, pan only, horizontal pan, vertical pan, no motion, or a random choice from all of the above (see [motion presets](#)).
- 4 Select the amount of zoom. The default is 95%. You can also check or uncheck the random zoom checkbox. If you check random zoom then the zoom will be chosen randomly from 80% - 95%.
- 5 Select the amount of rotation. The default is 0%. You can also check or uncheck the random rotation checkbox. If you check random rotation then the rotation will be chosen randomly from 0.5% - 2.5%.

To set your automatic update check preferences

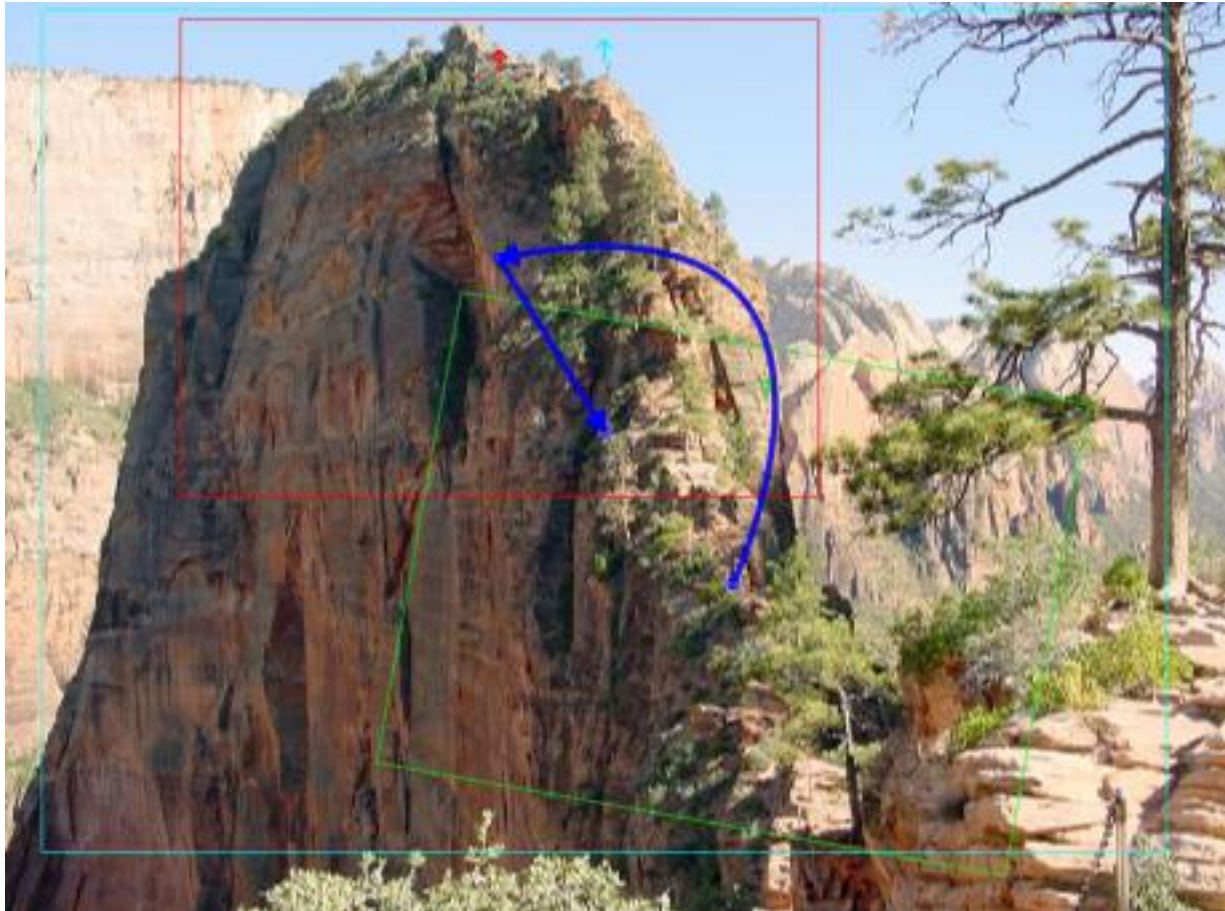
- 1 Choose **Photo to Movie > Preferences...**
- 2 Check or uncheck the box which indicates if Photo to Movie will automatically check for updates once per day of use. You must have an internet connection for the automatic check to work properly. If you disable the update check, you might want to periodically check our web site for new versions.

Working with Motion Paths

Selecting motion paths

You can select motion paths using the multiple key frame view, the sequence view, or the timeline view.

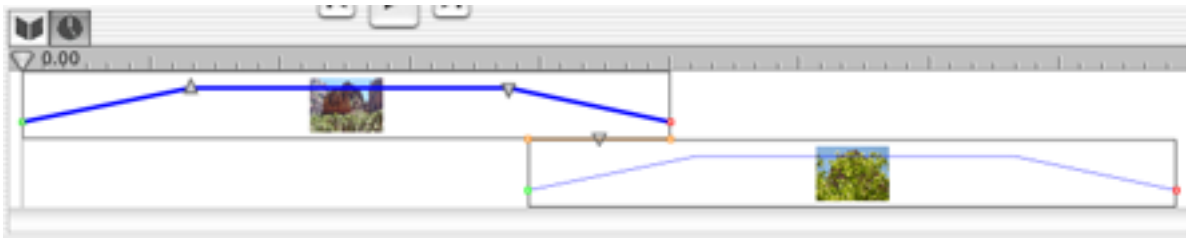
You can click on any blue line between key frames in the multiple key frame view (see [working with multiple key frames](#)).



You can click on any blue line along the top of the sequence view (see [working with the sequence view](#)).



You can click under any blue line in the timeline view (see [working with the timeline view](#)).



Holding down the **Shift** key while making any selection extends the current selection to the new selection.

Holding down the **Command** key while making any selection adds the new selection to the current selection.

If at least one motion path is selected, you can choose **Edit > Select All** or press **Command-A** to select all of the motion paths.

If you have a photo has more than one motion path, you can select all of the motion paths on the photo by double clicking on one of the motion paths.

Adding a motion path for a new photo

To add photos by dragging

- 1 Drag one or more photos from the **Finder** or **iPhoto** to the sequence, timeline, multiple key frame view, or single key frame view.
- 2 Drag one or more photos to the dock icon.

If you drop photos on the sequence or timeline they will be added where you drop them. If you drop photos on to the multiple key frame view, the single key frame view, or on to the dock icon they will be added to the end of the document.

To import photos using the file dialog

- 1 Choose **File > Import...**
- 2 Select the photos you want to import and click **OK**.

The photos will be added to the end of the document.

When you add photos, they will be assigned a preset motion based on your preferences (see [preferences](#)).

Photo to Movie will automatically try to orient the photos upright if orientation information is present in the photo file. If it is not present and the photo is not oriented properly, you will have to manually rotate and/or flip the photo (see [rotating and flipping photos](#)).

Adding a motion path on an existing photo

You can add an additional motion segment on an existing photo. A motion segment is one continuous motion over a single photo. There can be more than one motions on a particular photo, with pauses between each motion.

To add an additional motion segment by adding a key frame

- 1 Select the last key frame within the motion path (see [selecting key frames](#)).
- 2 Add a frame after the last key frame (see [adding key frames](#)).

You will now have an additional motion path on your photo.

To add an additional motion segment by copying and pasting

- 1 Select a motion path (see [selecting motion paths](#)).
- 2 Choose **Edit > Copy**.
- 3 Select the motion path after which the new path will be pasted.
- 4 Choose **Edit > Paste**.

The new motion path will be selected.

Removing a motion path

To remove motion paths

- 1 Select the motion paths you want to remove (see [selecting motion paths](#)).
- 2 Choose **Edit > Clear** or press **Delete**.

If you a photo has more than one motion path, you can select all of the motion paths on the photo by double clicking on one of the motion paths. Deleting all of the motion paths on a photo will remove the photo from the document.

A motion path may also be removed if you delete one of the key frames defining the endpoints of the motion path. This will depend on the actual configuration of your key frames and motion paths.

Assigning motion presets

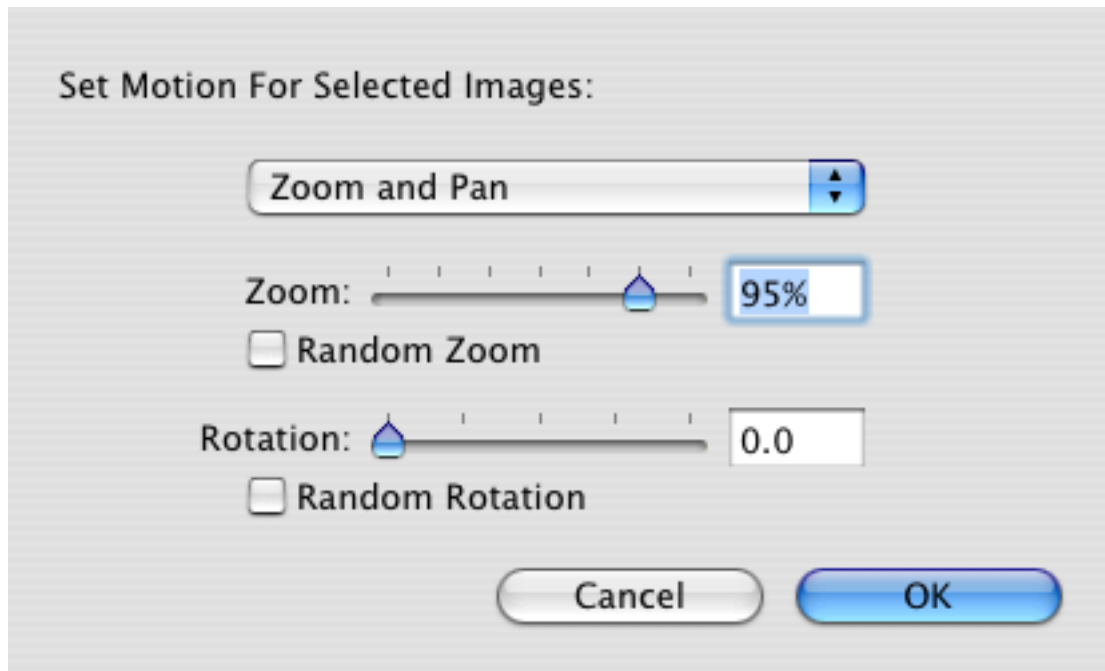
You can assign a predefined motion to your photos.

To assign motion presets

- 1 Select the photos to which you want to assign preset motion by selecting one of their motion paths (see [selecting motion paths](#)).
- 2 Click on the **Presets...** button in the inspector.



- 3 Select the type of motion. The type of motion can be zoom and pan (the default), zoom only, pan only, horizontal pan, vertical pan, no motion, or a random choice from all of the above.
- 4 Select the amount of zoom. The default is 95%. You can also check or uncheck the random zoom checkbox. If you check random zoom then the zoom will be chosen randomly from 80% - 95%.
- 5 Select the amount of rotation. The default is 0%. You can also check or uncheck the random rotation checkbox. If you check random rotation then the rotation will be chosen randomly from 0.5% - 2.5%.

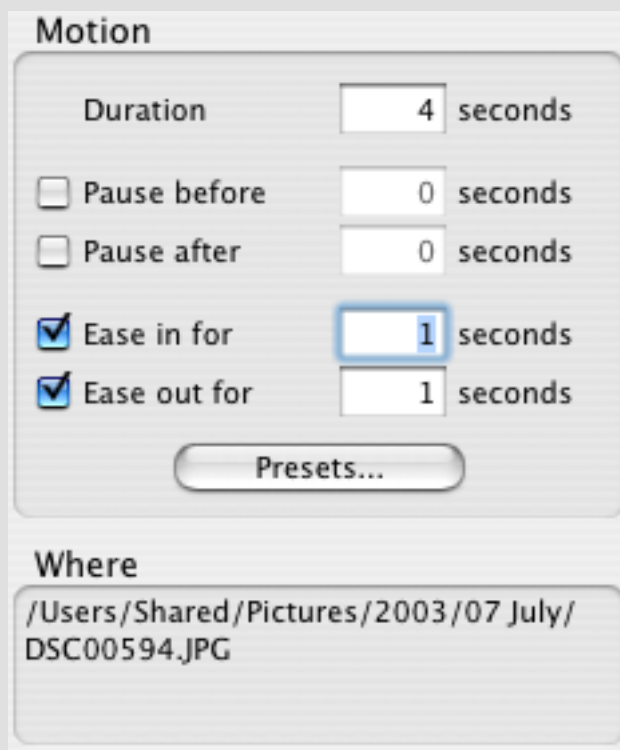


Setting the duration of a motion path

You can set the motion duration of a motion path.

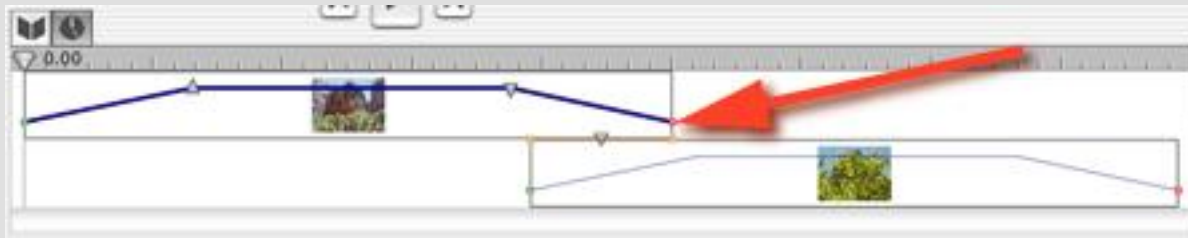
To set the duration of a motion path using the inspector

- 1 Select one or more motion paths (see [selecting motion paths](#)).
- 2 Enter a duration value in the duration field in the inspector.



To set the duration of a motion path using the timeline

- 1 Switch to the timeline view (see [working with the timeline view](#)).
- 2 Drag the knob at the right side of the motion path for which you want to set the duration.

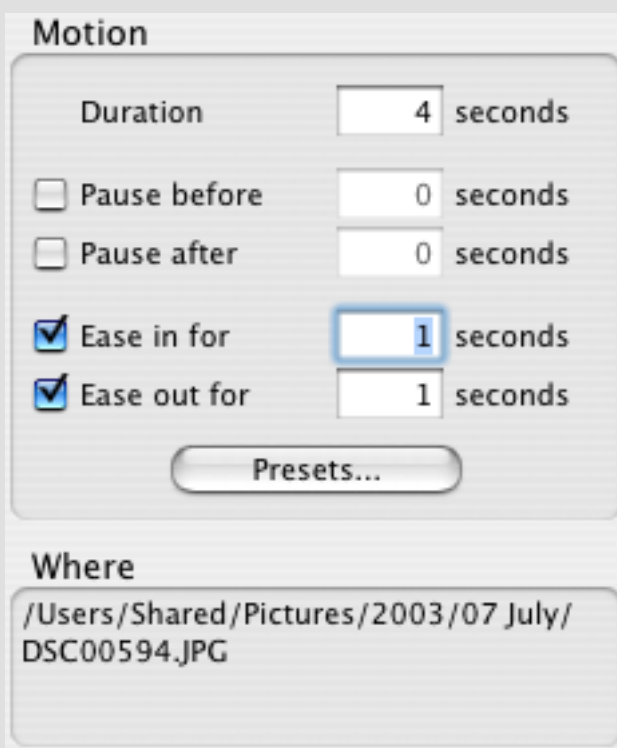


Constructing a curved motion path

A motion path is defined by the centers of the key frames. Each key frame can be set to be a Bézier curve point or straight line point. Each Bézier curve point can also be set to be a smooth curve or a corner. A corner curve has curves coming in and out but will meet at a corner. A smooth curve has a smooth curve going through it.

To construct a curved motion path

- 1 Add key frames to your motion (see [adding key frames](#)).
- 2 Select one or more key frames (see [selecting key frames](#)).
- 3 Check or uncheck the **Bézier** check box in the **Motion** inspector.
- 4 Check or uncheck the **Smooth** check box in the **Motion** inspector.



- 5 Drag the key frames and Bézier control lines to form your motion path.

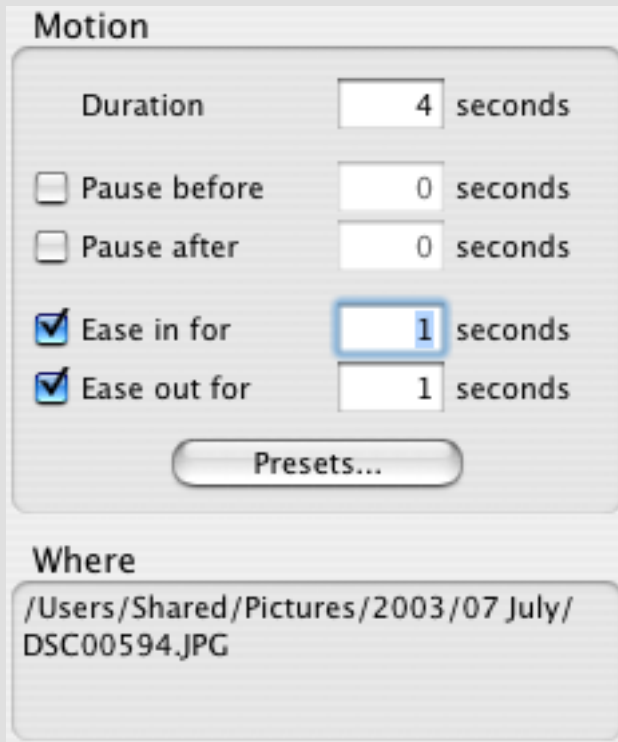
You can also control click on the key frame center to set the curve directly in the multiple key frame editor.

Easing in and easing out of motion

You can smooth a motion so that it starts out slow, speeds up, then slows down.

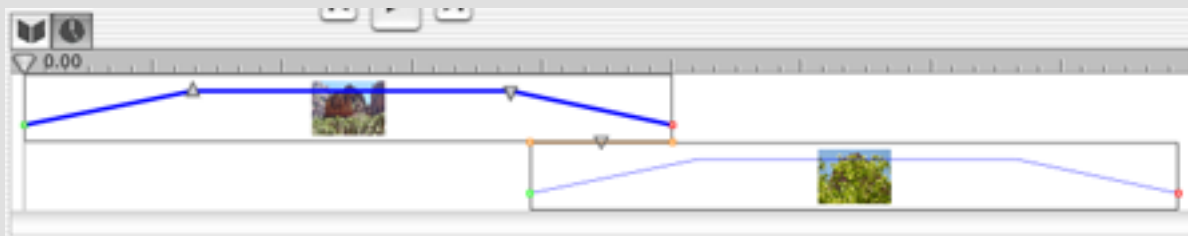
To set the motion eases using the inspector

- 1 Select one or more motion paths (see [selecting motion paths](#)).
- 2 Enable or disable the eases using the **Ease in for** and **Ease out for** check boxes in the **Motion** inspector.
- 3 Enter times for the eases in the **Ease in for** and **Ease out for** fields in the **Motion** inspector.



To set the motion eases using the timeline

- 1 Switch to the timeline view (see [working with the timeline view](#)).



- 2 Drag the ease points (up and down triangles) to the desired times.



Good durations to use for the ease durations are 20% of the total duration of the motion or, alternatively, one to three seconds.

Splitting and joining motion paths

Sometimes you will want the motion to jump to another location on the photo using a cross dissolve transition, rather than smooth motion. To accomplish this (and the reverse) you can split and join motion paths.

To split motion over a photo into two separate motions

- 1 Select either a key frame at which motion stops, a transition, or a pair of adjacent motion paths on the same photo.
- 2 Choose **Edit > Split Path**.

You will now have two separate photo entries in your document (even though they will be the same photo).

To join motions over the same photo into a single motion

- 1 Select either the transition between the two photos, the last and first key frames of the two photos, or the last and first motion paths of the two photos.
- 2 Choose **Edit > Join Path**.

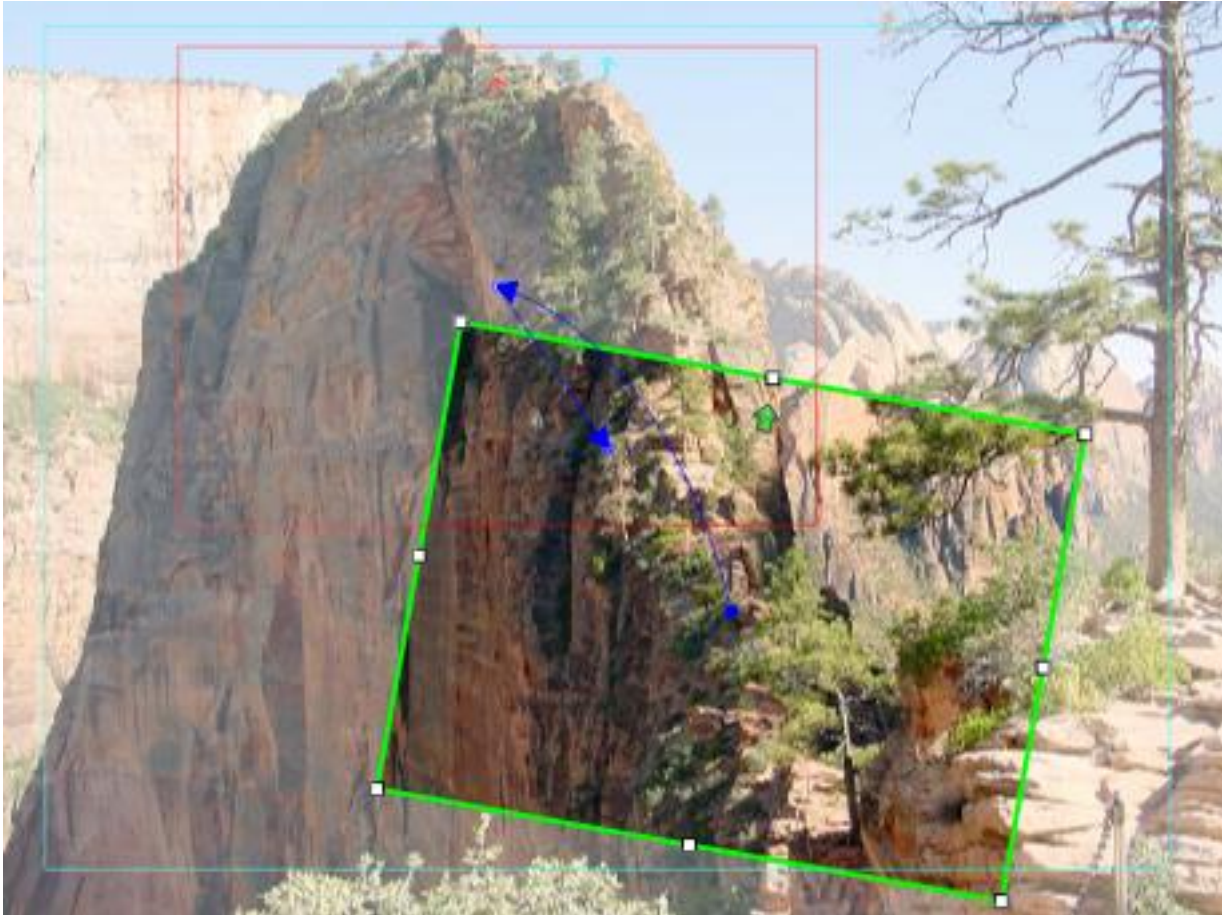
The two separate motions on the common photo will not be a single motion over that photo.

Working with Key Frames

Selecting key frames

You can select key frames using the multiple key frame view or the sequence view.

You can click on the center point or the frame of a key frame in the multiple key frame view (see [working with multiple key frames](#)).



You can click on a key frame in the sequence view (see [working with the sequence view](#)).



Holding down the **Shift** key while making any selection extends the current selection to the new selection.

Holding down the **Command** key while making any selection adds the new selection to the current selection.

If at least one key frame is selected, you can choose **Edit > Select All** or press **Command-A** to select all of the key frames.

Editing key frames

You can edit the zoom, position, and rotation of key frames.

To edit key frames using the multiple key frame view

- 1 Switch to the multiple key frame view (see [working with multiple key frames](#)).
- 2 Select and drag key frames by clicking on their frames, one of their control points, their center point, or their interiors.
- 3 Rotate key frames by positioning the cursor just outside their control points and dragging to rotate the frame. The cursor will change to rotation cursor when you have positioned it properly.

To edit key frames using the inspector

- 1 Select one or more key frames (see [selecting key frames](#)).
- 2 Edit the coordinates of the frame in the inspector.
- 3 Drag the zoom slider or enter the size of the frame in the inspector. The zoom slider is enabled only if a single key frame is selected (see [editing the zoom of key frames](#)).
- 4 Press the up and down arrows to increase or decrease the rotation or enter a value for the rotation (see [editing the rotation of key frames](#)).

Key Frame

☐ Bézier
 ☐ Smooth
 ☒ Stop motion at this frame

x
 y

Zoom

w h

Zoom:

Rotation

Angle

Where

To edit a key frame using the single key frame view

- 1 Select a key frame (see [selecting key frames](#)).
- 2 Switch to the single key frame view (see [working with a single key frame](#)).



- 3 Drag the zoom slider or enter the size of the frame in the inspector (see [editing the zoom of key frames](#)).
- 4 Press the rotation up and down arrows to increase or decrease the rotation or enter a value for the rotation (see [editing the rotation of key frames](#)).

If the size of a key frame falls below the resolution required for your chosen export format, the size of the key frame in the inspector will turn red to warn you.

Adding a key frame**To add a key frame using the multiple key frame view**

- 1 Switch to the multiple key frame view (see [working with multiple key frames](#)).
- 2 Select the key frame after which to add a new key frame.
- 3 Select **Edit > Add Key Frame** or press **Enter**.

To add a key frame using the sequence view

- 1 Switch to the sequence view (see [working with the sequence view](#)).
- 2 Select the key frame after which to add a new key frame.
- 3 Press the + button in the key frame in the sequence view or choose **Edit > Add Key Frame** or press **Enter**.



Removing key frames

To remove key frames

- 1 Select the key frames you want to remove (see [selecting key frames](#)).
- 2 Choose **Edit > Clear** or press **Delete**.
- 3 If you are using the sequence view (see [working with the sequence view](#)) you can click the **X** too.



Making motion stop at key frame

A motion path is defined by the centers of its key frames. At any key frame, the motion can stop or it can continue without slowing down.

To change a key frame from being a frame at which motion stops or doesn't stop

- 1 Select a key frame (see [selecting key frames](#)).
- 2 Check or uncheck the **Stop motion at this frame** checkbox in the inspector.

You cannot change the state of the first or last frames on a photo since motion must stop at those frames.

Changing the state will split or combine motion paths in the multiple key frame view, the sequence view, and the timeline views. The duration of your movie may change as a result of these changes.

Making a key frame define a curved motion path

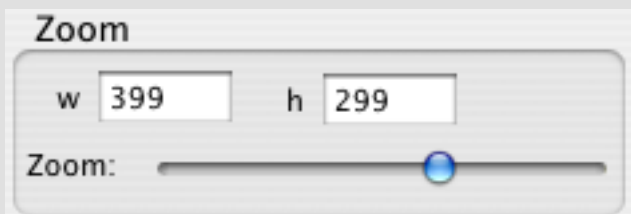
See [constructing curved motion paths](#).

Editing the zoom of a key frame

You can change the zoom of any key frame.

To change zoom using the inspector

- 1 Select one or more key frames (see [selecting key frames](#)).
- 2 Enter the width or height in the fields provided. Since the aspect ratio is fixed for each key frame, the other field will adjust accordingly.



- 3 Drag the zoom slider. The zoom slider is enabled only if a single key frame is selected.

To change zoom by dragging

- 1 Select a key frame in the multiple key frame view (see [selecting key frames](#)).
- 2 Drag any of the control points of the selected frame to change its zoom.

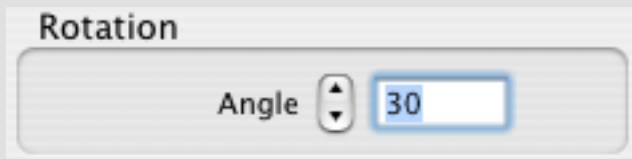
Editing the rotation of a key frame

You can change the rotation of any key frame.

The rotation value reflects an absolute rotation. Positive values represent counterclockwise rotations. Values greater than 360° represent multiple spins. Negative values represent clockwise rotations.

To change rotation using the inspector

- 1 Select one or more key frames (see [selecting key frames](#)).
- 2 Click on the up arrows or down arrows to increase or decrease the rotation of the selected frames.



- 3 Enter a value in the field to set the absolute rotation.

To change rotation by dragging

- 1 Select a key frame in the multiple key frame view (see [selecting key frames](#)).
- 2 Position the cursor outside of the key frame's control points and drag to rotate.

When dragging, you can only change the rotation by +/- 180°. Spinning the key frame while dragging has no effect. To change the rotation by more than that (and achieve a spinning effect) you must manually enter a value greater than 360° or less than -360° in the inspector.

Using title safe markers

You can display title safe markers while editing key frames to see the title safe areas. The markers will not be rendered when exporting the movie.

When you display your exported movie on video, the outer title safe marker shows the area that is typically visible on a television. The area outside the outer marker is frequently not displayed. The inner title safe marker is the area that is typically undistorted enough to display titles.

To use title safe markers

- 1 Switch to the sequence view (see [working with the sequence view](#)).
- 2 Switch to the single frame editor (see [working with a single key frame](#)).
- 3 Choose **View > Title Safe**

The title markers are only visible when you are editing a single key frame using single key frame editing mode or when you are previewing your movie.

The outer marker is 10% smaller than the full photo; the inner marker is 20% smaller than the full photo.

Working with Transitions

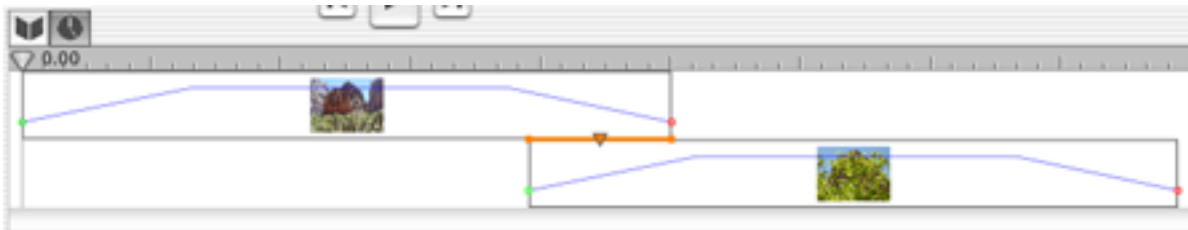
Working with transitions between photos

Transitions occur when moving from one photo to another photo. Photo to Movie provides many transitions and options including crossfade, wipe, iris, slide, push, zoom, color fade, and slide changer.

The transitions are represented in the sequence view by the vertical orange line between successive photos.



The transitions are represented in the timeline by the horizontal orange line between overlapping areas in successive photos. You can change the duration of transitions in the timeline by dragging the motion paths on either side of the transition.



You can select one or more transitions (see [selecting transitions](#)) and change the duration (see [setting duration of transitions](#)) or type (see [transition types](#)) of those transitions.

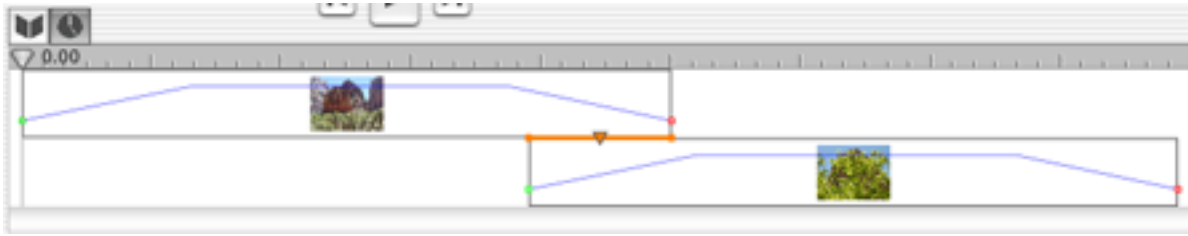
Selecting transitions

You can select transitions using sequence editor or the timeline editor.

You can click on any vertical orange line between key frames in the sequence view (see [working with the sequence view](#)).



You can click on any horizontal orange line between overlapping areas in successive photos in the timeline view (see [working with the timeline view](#)).



Holding down the **Shift** key while making any selection extends the current selection to the new selection.

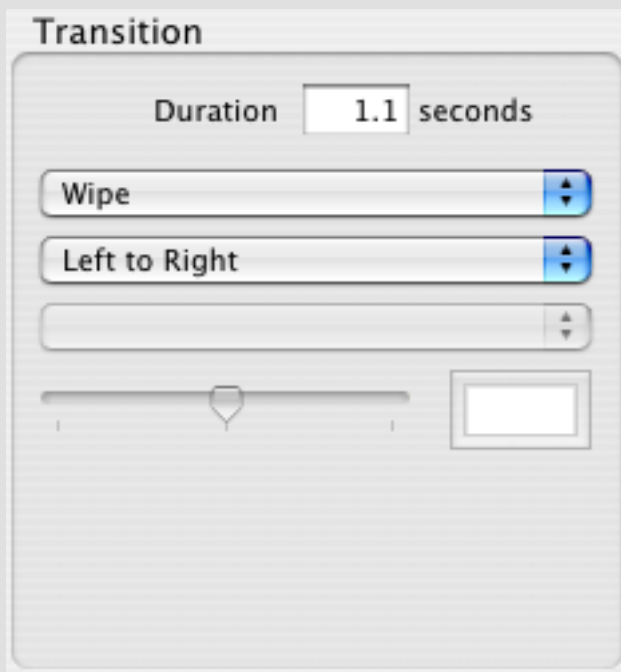
Holding down the **Command** key while making any selection adds the new selection to the current selection.

If at least one transition is selected, you can choose **Edit > Select All** or press **Command-A** to select all of the transitions.

Setting duration of transitions

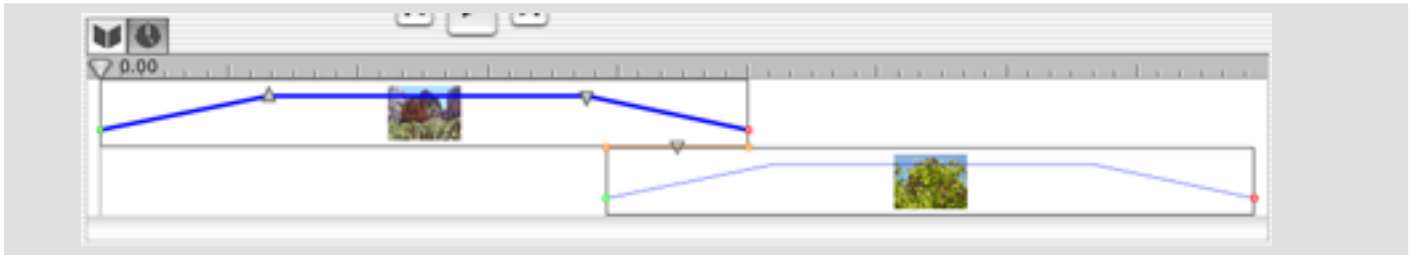
To change a transition duration using the inspector

- 1 Select one or more transitions (see [selecting transitions](#)).
- 2 Enter your desired transition duration in the inspector.



To change a transition duration using the timeline

- 1 Switch to the timeline view (see [working with the timeline view](#)).
- 2 Drag one of the motion paths directly adjacent to a transition.



You cannot set a transition duration to more than 1/2 the value of the preceding or following motion path duration.

Transition types

Photo to Movie supplies several different types of possibilities for transitioning from one photo to the next.

The **Crossfade** transition dissolves between the two photos. There are no additional options for crossfade.

The **Wipe** transition runs a line across the photo. The new photo appears in the area the line has already wiped through. You can choose the direction for the wipe.

The **Cube** transition places the old photo and the new photo on adjacent sides of a cube and rotates the cube from the old to the new photo.

The **Iris** transition opens or closes an iris to reveal or hide the new photo. You can choose whether the iris goes from in to out or from out to in.

The **Zoom** transition zooms the new photo either in to cover the old photo or out to reveal the new photo. You can choose whether the zoom goes from in to out or from out to in.

The **Slide** transition slides one photo over the other stationary photo. You can choose the direction of the slide and whether the new photo slides in or the old photo slides out.

The **Push** transition pushes the old photo out with the new photo. You can choose the direction of the push.

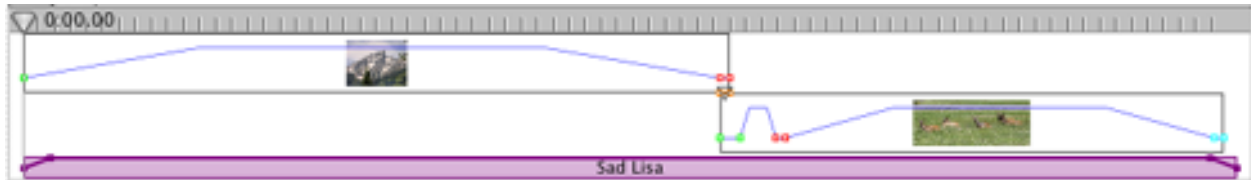
The **Slide Changer** transition simulates a slide changer. You can choose the direction of the slide changer and the color of the background to use during the changing slide.

The **Color Fade** transition fades from the old photo to a specific color and then to the new photo. You can choose the balance which is the amount of time spent between the old photo and the color and the color and the new photo. You can also choose the color.

Working with Audio

Working with audio

You can add audio background to your exported movie (see [adding audio](#)). The audio can be comprised of any number of audio tracks. You can crossfade between tracks, set the in and out points for a particular track, and fade in and fade out the audio on a particular track.



The audio tracks only appear in the timeline display. They appear as the purple boxes near the bottom.

You can select one or more audio tracks (see [selecting audio](#)) and change the start time, the in/out times, and the fade in/out times using the inspector (see [audio timing](#)).

Adding audio

To add audio by dragging

- 1 Drag one or more audio files from the **Finder** to the timeline or to the dock icon.

The audio will be placed at the end of all other audio if you drag it to a time beyond the end of the timeline or if you drop it on the dock icon.

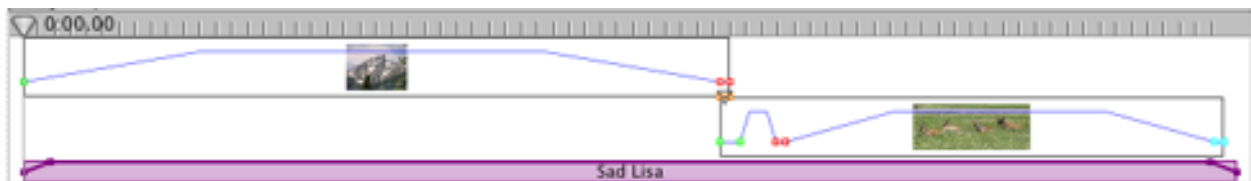
To import audio using the file dialog

- 1 Choose **File > Import...**
- 2 Select the audio tracks you want to import and click **OK**.

The audio will be placed to start after all other audio.

Selecting audio

You can select one or more audio tracks and change the start time, the in/out times, and the fade in/out times using the inspector (see [audio timing](#)).



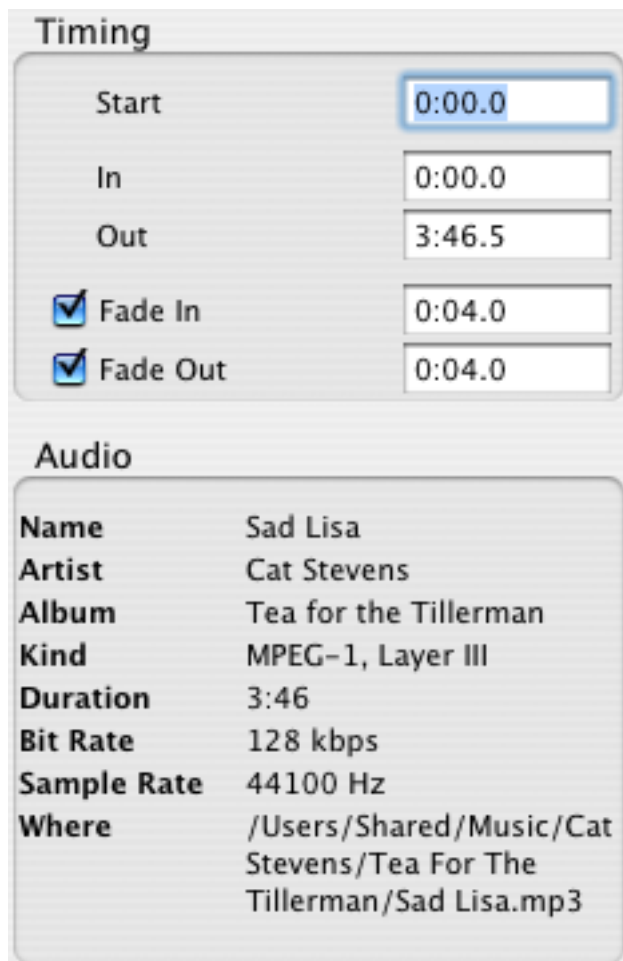
Holding down the **Shift** key while making any selection extends the current selection to the new selection.

Holding down the **Command** key while making any selection adds the new selection to the current selection.

If at least one audio track is selected, you can choose **Edit > Select All** or press **Command-A** to select all of the audio tracks.

Editing audio timing

You can edit several aspects of each audio track using the audio inspector. These include the start time, the in and out times, and the fade in and fade out durations.



The screenshot shows the 'Audio Inspector' window with two sections: 'Timing' and 'Audio'.

Timing Section:

- Start:** 0:00.0 (highlighted with a blue selection box)
- In:** 0:00.0
- Out:** 3:46.5
- Fade In:** ☒ 0:04.0
- Fade Out:** ☒ 0:04.0

Audio Section:

Name	Sad Lisa
Artist	Cat Stevens
Album	Tea for the Tillerman
Kind	MPEG-1, Layer III
Duration	3:46
Bit Rate	128 kbps
Sample Rate	44100 Hz
Where	/Users/Shared/Music/Cat Stevens/Tea For The Tillerman/Sad Lisa.mp3

The "start" of the audio track specifies the time at which the beginning of the audio track will be placed in the movie. The audio will not start playing at this time if the "in" time is not set to the beginning of the track.

The "in" time specifies how far into the audio track the audio will start playing. Likewise the "out" time specifies how far into the audio track the audio will stop playing.

The "fade in" duration specifies how long it will take the audio to go from silence to full volume at the in point. Likewise the "fade out" duration specifies how long it will take the audio to go from full volume to silence at the out point.

For example, an audio track may have a start time of 0:10 seconds. The "in" time may be set to 0:15 seconds and the fade in duration might be set to "0:05" seconds. This track would start playing at time $0:10 + 0:15 = 0:25$ seconds. It would fade from silence to full volume from 0:25 to 0:30 seconds.

You can edit all of these aspects using the inspector, or by dragging the controls in the timeline (see [working with the timeline view](#)).



Removing audio

To remove audio tracks

- 1 Select the audio tracks you want to remove (see [selecting audio](#)).
- 2 Choose **Edit > Clear** or press **Delete**.

Recording Voice

You can record voice narration directly in Photo to Movie. You must have a compatible microphone attached to your computer in order to use voice recording.

To record voice narration

- 1 Switch to the timeline view (see [working with the timeline view](#)).
- 2 Position the scrubber where you want the voice recording to appear.
- 3 Open the recording panel by clicking on the microphone icon.



- 4 Configure your sound input device and level by clicking on the **Info** in the recording panel.



- 5 Click the record button to begin recording.
- 6 Click the stop button to stop recording.

The recording panel also shows the sound level at your microphone. Avoid recording when the sound level reaches the red level.

Working with Titles

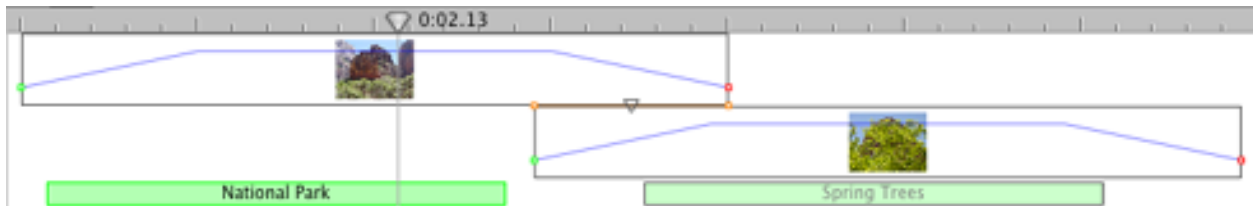
Working with titles

You can add titles to your movie (see [adding titles](#)).

You can edit the start time, duration, or end time of each title, and the fade in and fade out durations (see [editing title timing](#)).

You can edit the position of each title (see [editing title position](#)).

You can edit the appearance of each title by editing the text itself and adjusting the font, size, style, justification, leading, color, and transparency of the text (see [editing title appearance](#)).



The titles only appear in the timeline editor and in the preview. They appear as the green boxes below the photos and below the audio if there is any audio.

You can select one or more titles (see [selecting titles](#)) and change the start time and the fade in/out times using the inspector (see [editing title timing](#)).

Adding titles

Adding a title

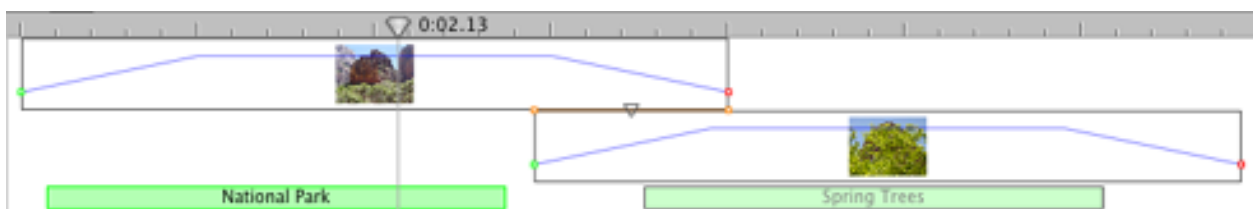
- 1 Switch to the timeline view (see [working with the timeline view](#)).
- 2 Position the scrubber where you want the title to appear.
- 3 Click on the **Title** button.



- 4 Adjust the duration of the title using the inspector or by dragging directly in the timelines (see [editing title timing](#)).

Selecting titles

You can select one or more titles and change the start time, end time, or durations (see [editing title timing](#)).



To select a title

- 1 Switch to the timeline view (see [working with the timeline view](#)).
- 2 Click on the titles in the timeline.
- 3 Click on any visible title in the preview.

Holding down the **Shift** key while making any selection extends the current selection to the new selection.

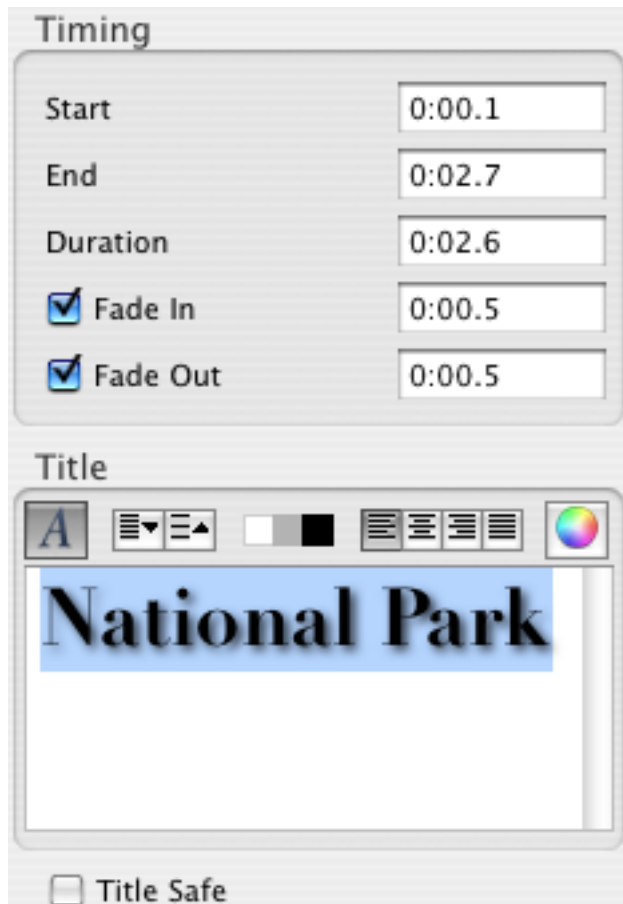
Holding down the **Command** key while making any selection adds the new selection to the current selection.

If at least one title is selected, you can choose **Edit > Select All** or press **Command-A** to select all of the titles.

Titles are rendered in the preview only. If you have a title selected that is not visible at the current scrubber position, the title will only appear as a green box. The text will be invisible. Furthermore, title fades are not applied while editing the titles. Title fades only appear while previewing or in the exported movie.

Editing title timing

You can edit the timing of a title using the inspector.



To edit the timing of a title

- 1 Select one or more titles (see [selecting titles](#)).
- 2 Edit the start time, end time, or duration in the inspector.
- 3 Edit the fade in and fade out durations in the inspector.

You can edit the start time by dragging the title in the timeline and you can edit the duration by dragging the start or end of the title in the timeline (see [working with the timeline view](#)).

Editing title position

You can edit the position of a title using the preview.

To edit the position of a title

- 1 Select one or more titles (see [selecting titles](#)).
- 2 Drag the title in the preview to the desired location.

You may have to adjust the scrubber to make the title being edited visible. Drag the scrubber so that it intersects the title in the timeline. Otherwise only the box around the title will be visible.

You can check or uncheck the title safe checkbox to display title safe markers (see [using title safe markers](#)).

Editing title appearance

You can change the appearance of a title in many ways.

To change the appearance of a title

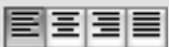
- 1 Enter the text of the title
- 2 Select the portion of the text that you want to change
- 3 Use the font panel to set the font family, typeface, and size. Adjust the shadow using the font panel too if you're using Mac OS X 10.3 or later. Click the **Font** button to quickly show or hide the font panel.



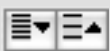
- 4 Use the color panel to set the color and transparency. Click the **Color** to quickly show or hide the color panel.



- 5 For multi-line titles, use the justification controls to justify the title within its bounding box.



- 6 For multi-line titles, use the leading controls to adjust line spacing.



- 7 Use the title editor background controls to change the background in the edit box. This is useful if you're editing a white title.



Removing titles

To remove a title

- 1 Select the titles you want to remove (see [selecting titles](#)).
- 2 Choose **Edit > Clear** or press **Delete**.

Working with QuickTime VR

Working with QuickTime VR

You can use QuickTime VR movies instead of photos in your document. Photo to Movie can move through a QuickTime VR scene and generate a movie in the same way that it can move over a still photo and generate a movie.

Instead of editing the frame and zoom, as on a photo, you edit the pan angle, tilt angle, and the field of view on the QuickTime VR scene (see [editing QuickTime VR key frames](#)).

Motion through QuickTime VR scenes is limited to straight motion paths and is limited to the first node of the QuickTime VR movie.

Photo to Movie does not currently present a means by which to visualize all of the key frames at once; you can only edit the key frames for a QuickTime VR scene in the single key frame view. The multiple key frame view is only a placeholder to signify that the photo is actually a QuickTime VR movie.



Editing QuickTime VR key frames

To edit a key frame of a QuickTime VR movie, you must select a key frame in the sequence view.



You can edit the pan and tilt by dragging the single key frame view of a QuickTime VR movie.

You can also edit the pan, tilt, and field of view by editing the values in the QuickTime VR movie inspector.

QuickTime VR

Pan Angle

Tilt Angle

Field of View

☒ Stop motion at this frame

Saving and Exporting

Saving your document

You can save your document so that you can edit it later.

When you save your document you can choose to embed the photos or not. You should embed your photos to make the file a self contained file. If you do not embed your photos you will need to leave them in their original positions on your hard drive to access them. Embedding the photos makes the file considerably larger.

When you re-open a document that does not have embedded photos and the original photos cannot be found, you may be asked to locate the original photos.

Exporting a movie

To export your movie

- 1 Choose **File > Document Info...** or click on the **Document Info** button.



- 2 Select your export format (see [choosing the export format](#)).
- 3 Select your export quality (see [choosing the export quality](#)).
- 4 Click the **Export...** button.
- 5 Enter a filename and click **OK**.

If you have already set the export format (see [choosing the export format](#)) you can export by choosing **File > Export...**

Exporting the movie may take some time depending on the length of the movie, the size of the original photos, and the export quality.

You should also make sure you have enough disk space to hold your movie.

Choosing the export format

To use your exported movie in iMovie

- 1 Choose the **DV Stream** file format (NTSC or PAL depending on your local video standard).

To use your exported movie in Final Cut or to burn it to DVD

- 1 Choose the **Full Quality** file format (NTSC or PAL depending on your local video standard).

To use your exported movie in an e-mail, on the web, on a CD-ROM

- 1 Choose the desired file format or a custom format.

Choosing the export quality

Exporting the motion picture may take a long time. You can choose to export at a faster speed (for proofing) or at a higher quality (for final output).

Choosing the background color

You can choose the background color of your exported movie. The background color only appears when one of your key frames during a motion moves outside the bounds of a photo.

You can choose to make the background color transparent, but not all QuickTime movie formats support transparent backgrounds.

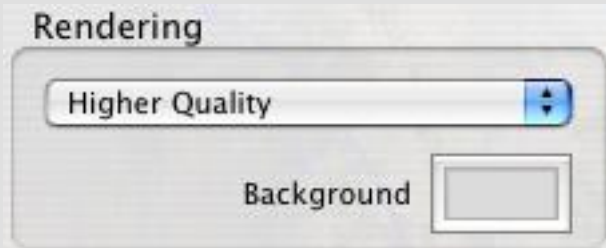
During real time preview while editing, an additional background stripe pattern appear so that you can more easily see where the background is showing through. The selected background color and transparency is then drawn on top of the stripe patten.

To set the background color for your document

- 1 Choose **File > Document Info...** or click on the **Document Info** button.



- 2 Click on the background color control and select your color.



Troubleshooting

Photo to Movie disappears from my computer

You are probably launching **Photo to Movie** from the disk image. Make sure you install **Photo to Movie** and launch from your **Applications** folder (see [installation](#)).

Preview is jerky or stutters

The performance of the real time preview within Photo to Movie is dependent on many factors. Some suggestions for improving performance follow.

It is important to note that exporting the movie from Photo to Movie will produce a perfect movie every time, independent of the factors below. When you burn your movie to DVD it should play without any jerkiness or stuttering. Real time preview is only a preview of how your final movie will look.

Use smaller original photos. JPEG images will perform better than TIFF photos. Your photos only need to be large enough such that the smallest key frame on that photo is at least as large as your export format frame size. For instance, if your export format is CD-ROM (see [choosing the export format](#)) then your export size is 320x240. If your smallest key frame is 80% the size of your photo then your photo size can be as small as $320 \times 240 / 0.80 = 400 \times 300$. For optimum quality your photo should be large enough that the smallest key frame is twice the size of the output resolution. In the example it would require an original image of 800x600.

Make the editing window smaller. Using a smaller window will produce faster real time playback.

Edit your photo track first, without titles and without audio. Add the audio and titles after you're happy with the photo motion. Real time audio and title rendering can slow down the preview.

Quit other applications. Quitting other applications will stop them from using the processor and also free up additional memory.

Install more memory or use a faster computer. Photo to Movie can be a demanding application and more memory improves performance considerably.

To improve playback performance (Summary)

- 1 Use smaller photos
- 2 Decrease size of editing window
- 3 Edit photo track without audio and titles first
- 4 Quit other applications
- 5 Use more memory or a faster computer

Exported movie is low quality

Movies exported to DV Stream will not playback as high quality by default. This is normal and does not represent the underlying quality of the data -- only the playback quality. Most movies exported to other formats are saved with high quality playback enabled.

You should also make sure you export your movie with High Quality rather than Faster Export (see [export quality](#)).

Exported movie has flicker or shimmers

You should also make sure you export your movie with High Quality rather than Faster Export (see [export quality](#)).

Exported movie is too wide

Movies exported in DV Stream or Full Quality DV format will appear distorted when viewed in QuickTime player. This is normal. Movie pixels in the DV Stream formats have rectangular pixels but QuickTime player displays them as squares.

You can use QuickTime Player Pro to set the proper aspect ratio of your movie to 640x480, but iMovie 3 has a bug where it will not correctly import Full Quality DV movies if their size is not set to 720x480.

Exported movie is empty

If you don't have enough space on your hard drive, exporting a movie may result in an empty movie. To work around this, free up space on your hard drive.

Exported movie contains no audio

You cannot use protected music purchased from the iTunes store in Photo to Movie. Apple disabled this capability with the release of QuickTime 6.5.1. Please send feedback to Apple about this problem.